FREE! GAME CARDS STARTER-PACK!

UK's OFFICIAL SEGA COMIC

STARRING SONIC THE HEDGEHOG

FORTNIGHTLY

SONIC THE COMIC

ON THE THRONE!

WITH THE EVIL EMPEROR METALLIX!

NEW STORY

RETURN OF ECCO THE DOLPHIN

PLUS ...

SONIC'S WORLD!

KNUCKLES & TAILS!

CHAOTIX PIN-UP

ESPIO THE CHAMELEON!

£1.20 • Nº 60
15 SEPTEMBER 1995

STARTER-PACK CARDS MISSING? ALERT YOUR NEWSAGENT NOW!

EP SEGA Archive

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Have you opened your **Game Card Starter Pack**? Thought you'd like something to take your minds off a hard day's slog at school (stop groaning and check out the section below for more info on the latest game craze from the U.S.).

Do I have a mega treat lined up for you lot ... welcome back to one of Sega's biggest stars, **Ecco the Dolphin**, who returns for a brand new run (or should that be swim!). There's plenty of baddie bashing with **Sonic** in **The Brotherhood of Metallix** and **The Seven Badniks**. There's also comic-strip action of the highest kind in part two of the **Revenge of Trogg** starring **Knuckles and Tails**.

Chaotix fans should turn to the centre pages for an **Espio the Chameleon** pin-up. Plus, the **Revew Zone** puts the spotlight on *Comix Zone*, Sega's exciting new Mega Drive game where you play the role of a comic writer/artist. Speaking of which ...

Would you like one of the mega talented *STC* artists to draw something just for you? If the answer's yes, then put a note in your diary for the **UK Comic Art Convention** (UKCAC), held at the Institute of Education, Bedford Way, London on Sunday, 1 October. From 3.30pm you'll get the chance to meet some of the *STC* creators, and if you take an adult with you (boo-hiss!), you'll get in free! For more information, see you in the next issue!

Megadroid

STARTER FOR FIVE!

Your Game Card Starter Pack of five comes complete with detailed instructions, and offers a taste of the exciting gameplay that awaits. **Champions Trading Cards** are *the* latest role-playing craze to hit the U.S. and there are two game titles - *Medieval Battle* and *Monster Wars* - each is available as a Basic Deck of 44 cards for £3.99, as well as a Booster Pack containing 11 cards for 99p.

If you're wondering where on mobius to buy these, brave your major toy retail outlets. Forget the teabags, it's all in the cards!

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SEGA CHARTS COMPILED BY GALLUP

ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●	BRIAN LARA CRICKET
2	↑	THEME PARK
3	↑	FIFA SOCCER '95
4	↑	PGA TOUR GOLF 3
5	↑	STREET RACER
6	↓	RUGBY WORLD CUP 1995
7	↓	FEVER PITCH SOCCER
8	↑	NBA LIVE '95
9	↑	STREETFIGHTER 2 CHAMP EDITION
10	↓	NHLPA HOCKEY 1995

MEGA-CD

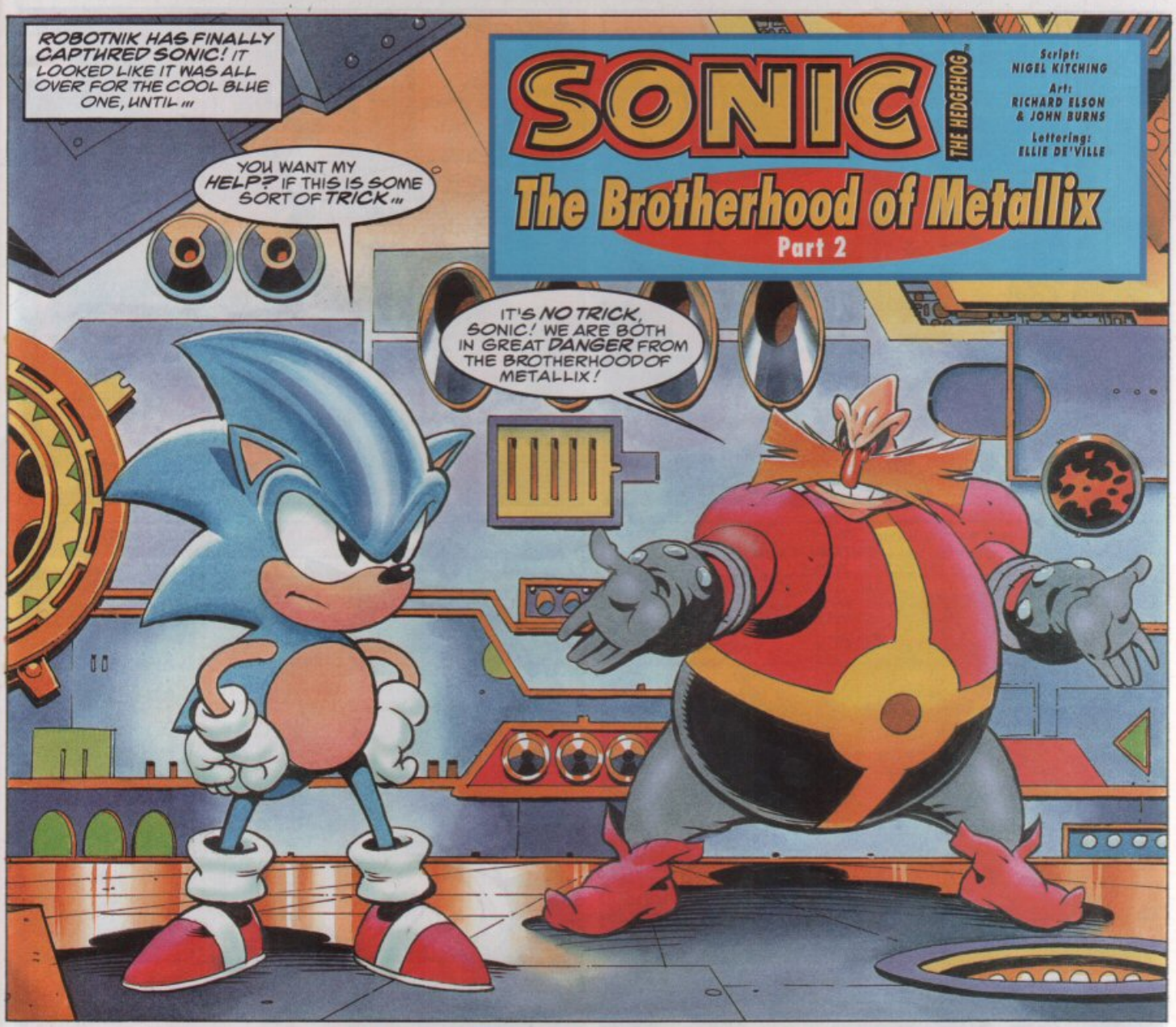
1	↑	LETHAL ENFORCERS
2	↑	STAR WARS CHESS
3	↑	FIFA INTERNATIONAL SOCCER
4	↓	MICKEY MANIA
5	↓	POWERMONGER
6	↓	EARTHWORM JIM
7	RE	WORLD CUP USA '94
8	↓	BRUTAL: PAWS OF FURY
9	RE	SEGA CLASSICS
10	↓	REBEL ASSAULT

MASTER SYSTEM

1	↑	BATMAN RETURNS
2	●	COOL SPOT
3	●	WONDERBOY IN MONSTER WORLD 3
4	↑	DESERT SPEED TRAP
5	↓	DONALD DUCK
6	↓	DESERT STRIKE
7	↑	STAR WARS
8	↓	SONIC THE HEDGEHOG 2
9	●	SONIC CHAOS
10	RE	SONIC THE HEDGEHOG

GAME GEAR

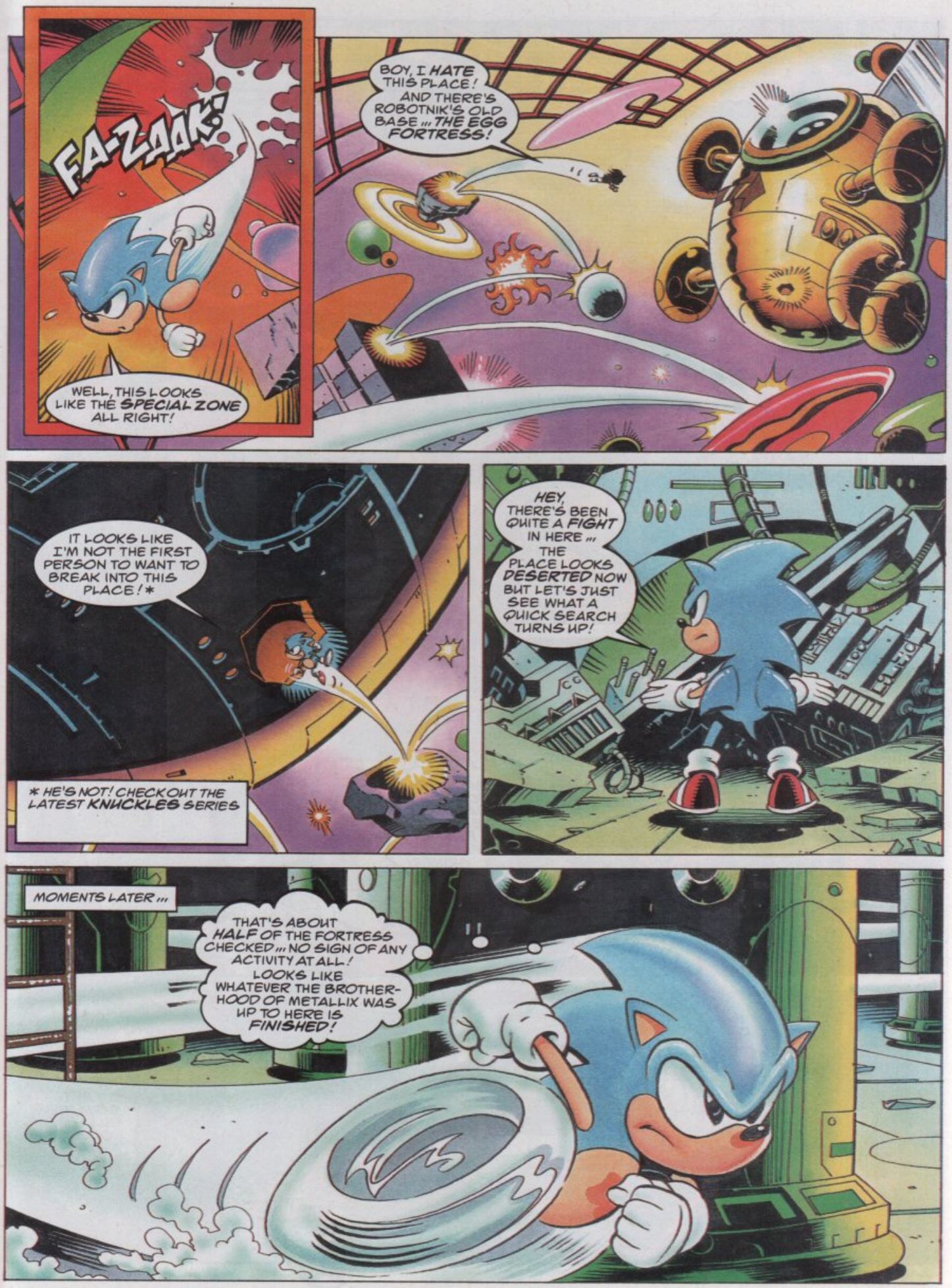
1	●	MICRO MACHINES
2	●	SONIC THE HEDGEHOG 2
3	●	DESERT SPEED TRAP
4	●	JAMES POND 2 - ROBOCOD
5	●	WINTER OLYMPICS
6	↑	STRIDER 2
7	↑	MORTAL KOMBAT 2
8	RE	SONIC CHAOS
9	NEW	DROPZONE
10	↓	PGA TOUR GOLF 2

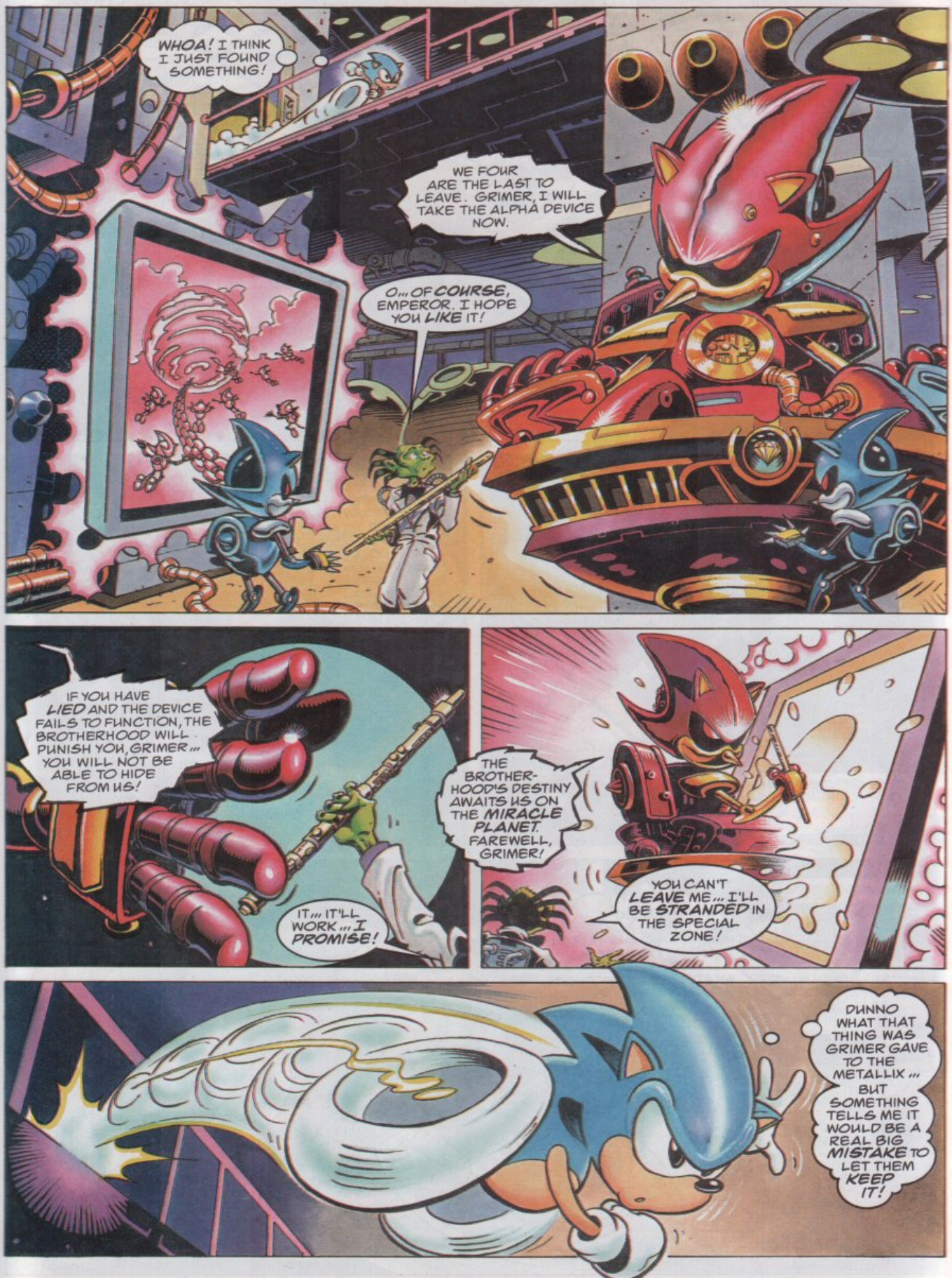

ROBOTNIK HAS FINALLY CAPTURED SONIC! IT LOOKED LIKE IT WAS ALL OVER FOR THE COOL BLUE ONE, UNTIL...
SONIC THE HEDGEHOG
Script: NIGEL KITCHING
Art: RICHARD ELSON & JOHN BURNS
Lettering: ELLIE DE'VILLE
The Brotherhood of Metallix
Part 2
YOU WANT MY HELP? IF THIS IS SOME SORT OF TRICK...
IT'S NO TRICK, SONIC! WE ARE BOTH IN GREAT DANGER FROM THE BROTHERHOOD OF METALLIX!

HEY, THAT'S RIGHT! THE METALLIX I MET RECENTLY MENTIONED A BROTHER-HOOD!
LOOK, ROBOTNIK, JUST HOW MANY OF THESE METALLIXES ARE THERE?

I WISH I KNEW! BUT I DO KNOW THEY'VE TAKEN OVER MY OLD BASE IN THE SPECIAL ZONE... THEY'RE UP TO SOME-THING!
NOT LONG AGO THEY WERE HERE... THEY KIDNAPPED GRIMER!

OH, I GET IT! YOU WANT ME TO GO INTO THE SPECIAL ZONE AND RESCUE YOUR CREEPY SIDEKICK!
DREAM ON, LARD-BUCKET!
DON'T YOU UNDERSTAND, YOU INSUFFERABLE INCOMPETENT?
GRIMER CREATED THE METALLIX PROGRAM... IF THEY HAVE HIM, HE MIGHT FIND A WAY TO MAKE THEM UNSTOPPABLE!
THE BROTHERHOOD HAVE SEALED ALL ENTRANCES INTO THE SPECIAL ZONE!
THE ONLY WAY IN IS THIS!
A STAR POST! AND I'M THE ONLY ONE WHO CAN USE THESE THINGS. NOW I SEE WHY YOU NEED ME!
FINALLY!
OKAY, MUTTON CHOPS, I'LL CHECK OUT YOUR STORY!
BUT IF THIS TURNS OUT TO BE A TRICK... WELL, LET'S JUST SAY...
FA-ZJAK!
I'LL BE BACK! HEY, GOOD LINE! I MUST REMEMBER IT!


FA-ZOOK!
WELL, THIS LOOKS LIKE THE SPECIAL ZONE ALL RIGHT!
BOY, I HATE THIS PLACE! AND THERE'S ROBOTNIK'S OLD BASE ... THE EGG FORTRESS!
IT LOOKS LIKE I'M NOT THE FIRST PERSON TO WANT TO BREAK INTO THIS PLACE! *
* HE'S NOT! CHECK OUT THE LATEST KNUCKLES SERIES
HEY, THERE'S BEEN QUITE A FIGHT IN HERE ... THE PLACE LOOKS DESERTED NOW BUT LET'S JUST SEE WHAT A QUICK SEARCH TURNS UP!
MOMENTS LATER ...
THAT'S ABOUT HALF OF THE FORTRESS CHECKED ... NO SIGN OF ANY ACTIVITY AT ALL! LOOKS LIKE WHATEVER THE BROTHERHOOD OF METALLIX WAS UP TO HERE IS FINISHED!


WHOA! I THINK I JUST FOUND SOMETHING!
WE FOUR ARE THE LAST TO LEAVE. GRIMER, I WILL TAKE THE ALPHA DEVICE NOW.
O... OF COURSE, EMPEROR. I HOPE YOU LIKE IT!
IF YOU HAVE LIED AND THE DEVICE FAILS TO FUNCTION, THE BROTHERHOOD WILL PUNISH YOU, GRIMER... YOU WILL NOT BE ABLE TO HIDE FROM US!
IT... IT'LL WORK... I PROMISE!
THE BROTHER-HOOD'S DESTINY AWAITS US ON THE MIRACLE PLANET. FAREWELL, GRIMER!
YOU CAN'T LEAVE ME... I'LL BE STRANDED IN THE SPECIAL ZONE!
DUNNO WHAT THAT THING WAS GRIMER GAVE TO THE METALLIX... BUT SOMETHING TELLS ME IT WOULD BE A REAL BIG MISTAKE TO LET THEM KEEP IT!

TA, MUCHLY. I'LL TAKE THAT!
KKRUNCH!
KDAV

WHOBAM!
YOU WILL GIVE THE ALPHA DEVICE TO ME, SONIC. IF YOU FAIL TO OBEY AT ONCE, I WILL DESTROY THIS CREATURE!

HAH! GRIMER'S THE ENEMY, PAL! HE SPENDS HIS TIME COOKING UP CRAZY BADNIKS TO TRY AND KILL ME!
WHY WOULD YOU THINK I'D DO ANYTHING TO HELP HIM?
BECAUSE YOU ARE A WEAK CREATURE OF FLESH. YOU DO NOT HAVE THE MERCILESS NATURE OF A METALLIX!
YEP, I'VE GOT TO ADMIT, YOU'VE GOT ME THERE!
NOW I JOIN THE BROTHERHOOD ON THE MIRACLE PLANET. AND WHEN WE RETURN, LET ALL OF MOBIUS BEWARE!
SHEESH! WHY DO ALL THE VILLAINS HAVE TO MAKE A BIG EXIT SPEECH!
SONIC!!! YOU SAVED MY LIFE!
WE ALL MAKE MISTAKES, CREEPOID! NOW LET'S GET AFTER THE METALLIXES!
IT'S TOO LATE, SONIC! THEY'RE ALREADY ON THE MIRACLE PLANET AND THEY HAVE THE ALPHA DEVICE. THE BROTHERHOOD OF METALLIX HAVE ALREADY WON!
NEXT ISSUE: RETURN TO THE MIRACLE PLANET!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

COMIX ZONE

PRE-RELEASE VERSION REVIEWED

Reviewed by Nick Protz.

MD MEGA DRIVE

GAME TYPE: BEAT 'EM-UP
PLAYERS: 1
PUBLISHER: SEGA
PRICE: AROUND £45

Meet Sketch Turner, freelance rock musician and writer/artist on the comic book, *Comix Zone*. Using his most frightening nightmares for inspiration, Sketch is working on the current issue in which the New World Empire finally faces the evil Mortus. Lately, Sketch has had this scary feeling that there is more to *Comix Zone* - it's as if it's all really happening in another dimension ...

LOOK AT ME, SKETCH -- I'M JUST A DRAWING!

NEW YORK CITY, PRESENT DAY

Comix Zone is an exciting new Mega Drive title from Sega, due for release this month. What makes this game so new and different is the comic-style layout (and if you don't know what that is, look at the copy of *STC* you're holding!). Each screen is divided into pages and panels, through which you must guide Sketch and his best buddy, Roadkill the Rat. To access the next part of the strip you have to defeat all the baddies along the way. While Sketch doesn't have much in the way of weapons, he has some pretty cool special

moves which can be used to great effect - my favourite is the Whirlwind Attack. Oh yes, and Roadkill the Rat - when morphed into a killer attack rodent - has some handy moves of his own too.

While **Comix Zone** is first and foremost a beat 'em-up game, you won't make it through without using your brain power. Sketch has to figure out how to reach switches to open doors, and sometimes there's more than one route - the wrong choice can be very risky. Mortus's Mutant Army is a truly challenging force and you'll need to grab the scattered power-ups to stand any chance of victory.

The graphics are bright, colourful and well defined with perfect comic-style backgrounds. The music and speech effects are clear and do much to set the tone. There's many clever touche which include speech balloons, plus an occasionally intrusive artist's hand *(we'll have none of that in this comic! - Megadroid)*. The best thing about **Comix Zone** is that it's a new concept that really delivers. Just imagine taking your favourite comic (hint; it's initials contain the letters **S**, **T** and **C**), and controlling the action. More games like this please!

FINAL COUNTDOWN

RAVES
Love that rat!

GRAVES
If only it was longer.

GRAPHICS	90
SOUND	88
PLAYABILITY	93
OVERALL	91

RETURN OF ECCO

THE DOLPHIN

Script: ALAN McKENZIE Art: STEVE WHITE Lettering: ELETTA FEEL

PART 1

NEW STORY

THE STORY SO FAR: THE LIVING CREATURES OF THE SEA HAVE DISAPPEARED, PLUCKED FROM THE WATERS BY A STRANGE VORTEX FROM ABOVE.

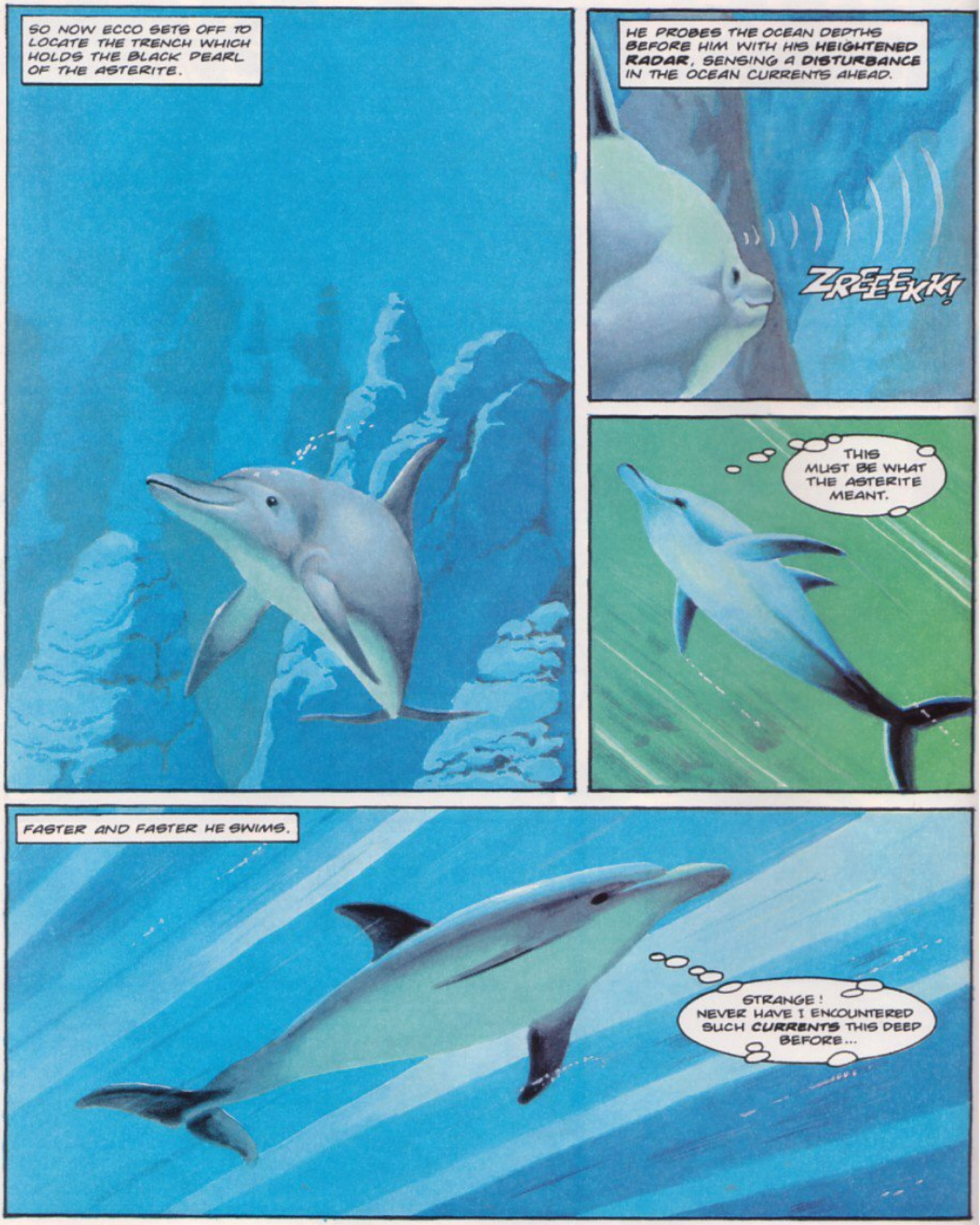
TRANSPORTED INTO THE PREHISTORIC SEAS OF EARTH, ECCO ENCOUNTERED A SINISTER **GLOW MONSTER**, SERVANT TO THOSE RESPONSIBLE FOR THE DISAPPEARANCE OF ECCO'S FRIENDS.

THEN, IN THE LOST CITY OF ATLANTIS, THE GLYPHS BOOSTED ECCO'S ABILITIES SO THAT HE MAY DEFEAT THE **VORTEX** AND RETURN HIS FRIENDS **HOME**.

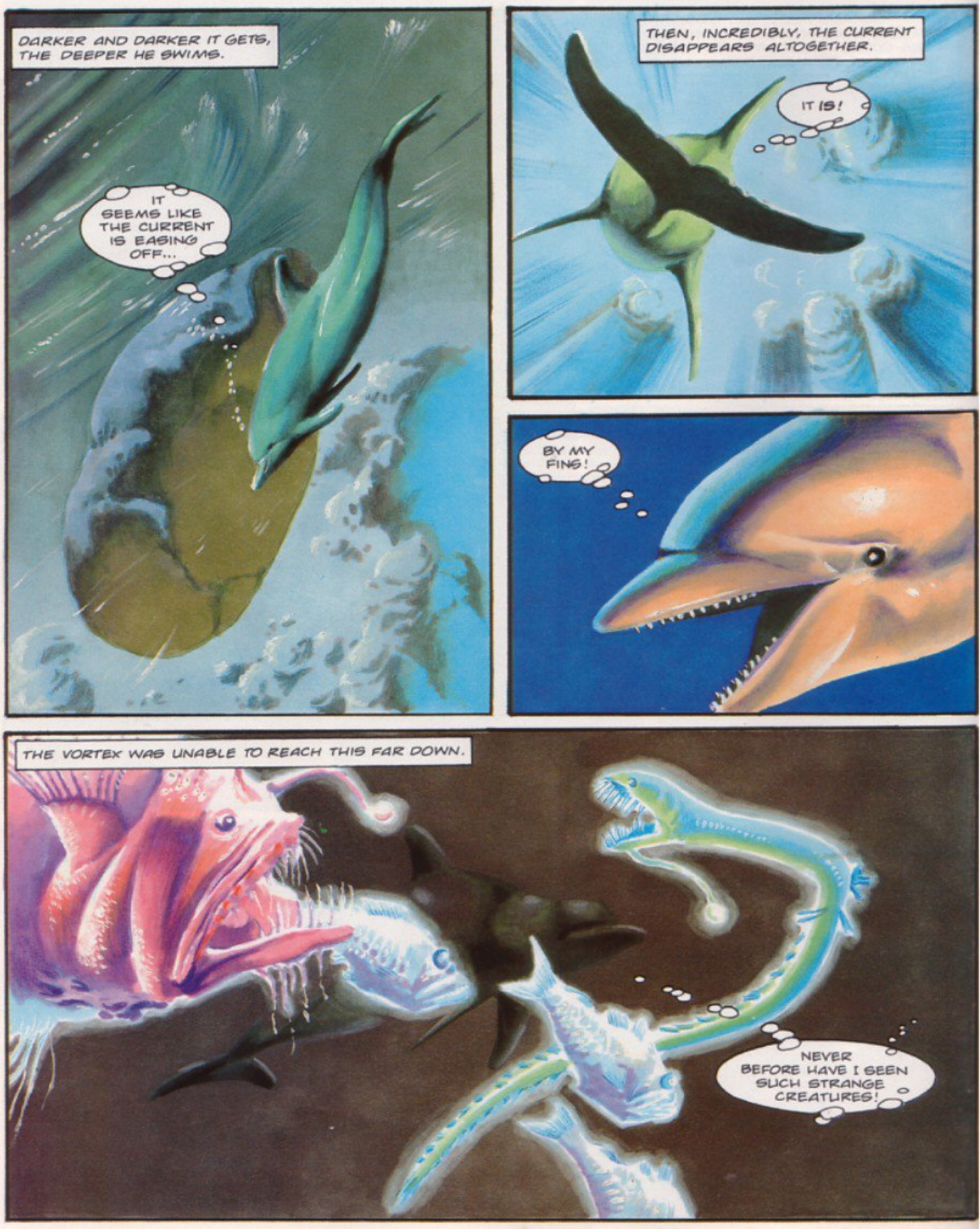
STRANGEST OF ALL WAS THE INTERVENTION OF AN ALIEN INTELLIGENCE, **THE ASTERITE**, WHO TOLD ECCO THAT ONLY WITH HIS HELP COULD **THE VORTEX** BE DEFEATED. BUT THERE WOULD BE A PRICE TO PAY...

ECCO MUST SWIM TO THE DEEPEST PART OF THE OCEAN AND RECOVER THE LOST SOURCE OF THE ASTERITE'S POWER – **THE BLACK PEARL**.

ALL THESE EVENTS HAPPENED IN ECCO'S FIRST SERIES, GTC 13-18 – MEGADROID.


SO NOW ECCO SETS OFF TO LOCATE THE TRENCH WHICH HOLDS THE BLACK PEARL OF THE ASTERITE.
HE PROBES THE OCEAN DEPTHS BEFORE HIM WITH HIS HEIGHTENED RADAR, SENSING A DISTURBANCE IN THE OCEAN CURRENTS AHEAD.
ZREEEEKK!
THIS MUST BE WHAT THE ASTERITE MEANT.
FASTER AND FASTER HE SWIMS.
STRANGE! NEVER HAVE I ENCOUNTERED SUCH CURRENTS THIS DEEP BEFORE...

THEN ECCO SEES A MIGHTY TEAR IN THE OCEAN FLOOR. AND FROM IT HOWLS A TREMENDOUS UPCURRENT.
ECCO APPROACHES THE TRENCH WARILY, KEEPING TO THE OCEAN FLOOR TO AVOID THE WORST OF THE MASSIVE CURRENT.
HOW CAN I MAKE ANY HEADWAY AGAINST SUCH A FORCE?
WAIT. THAT ROCK MIGHT BE THE ANSWER.
ALL I HAVE TO DO IS... MOVE IT A BIT SO...
THERE!
NOW I FOLLOW THE ROCK DOWN, AND IT PROTECTS ME FROM THE CURRENT!

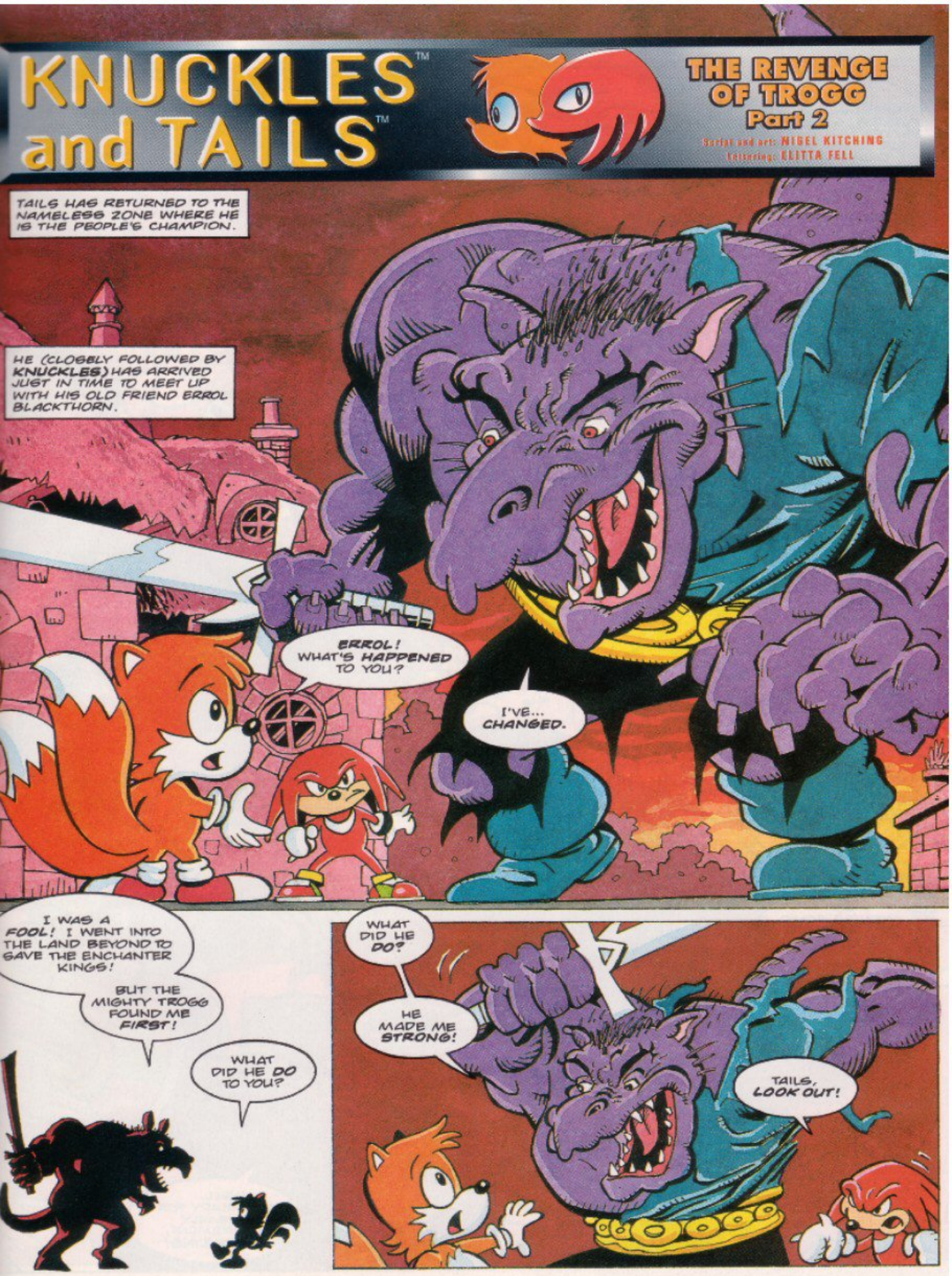

DARKER AND DARKER IT GETS, THE DEEPER HE SWIMS.
IT SEEMS LIKE THE CURRENT IS EASING OFF...
THEN, INCREDIBLY, THE CURRENT DISAPPEARS ALTOGETHER.
IT IS!
BY MY FINS!
THE VORTEX WAS UNABLE TO REACH THIS FAR DOWN.
NEVER BEFORE HAVE I SEEN SUCH STRANGE CREATURES!

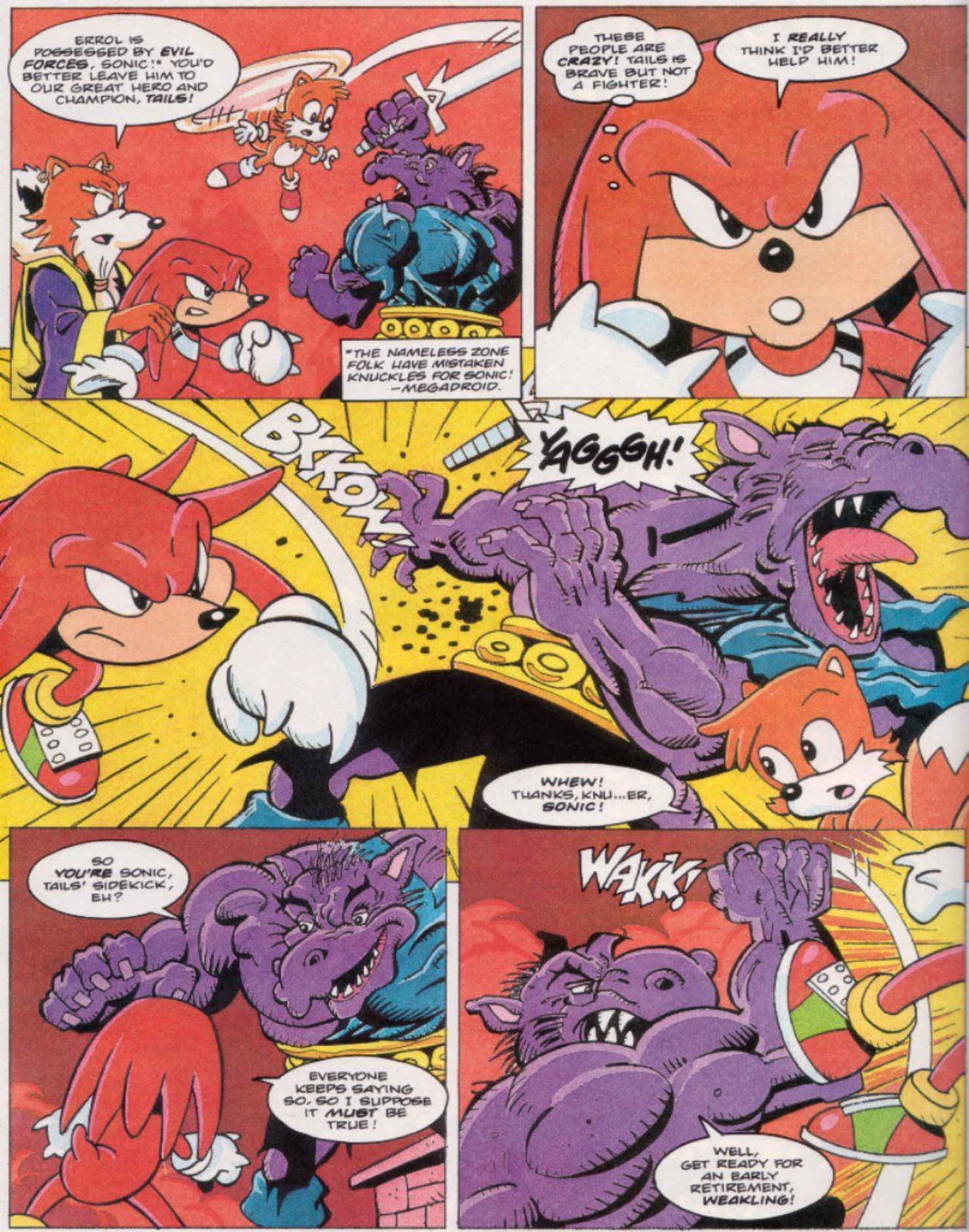
BUT THE DOLPHIN'S JOURNEY IS FAR FROM ENDED AND DEEPER STILL HE GOES.
THAT STRANGE LIGHT. IT CAN ONLY COME FROM...
...THE BLACK PEARL!
AND THAT MUST BE THE GUARDIAN THE ASTERITE TOLD ME OF.
NEXT ISSUE: ENCOUNTER!

KNUCKLES™ and TAILS™

THE REVENGE OF TROGG Part 2

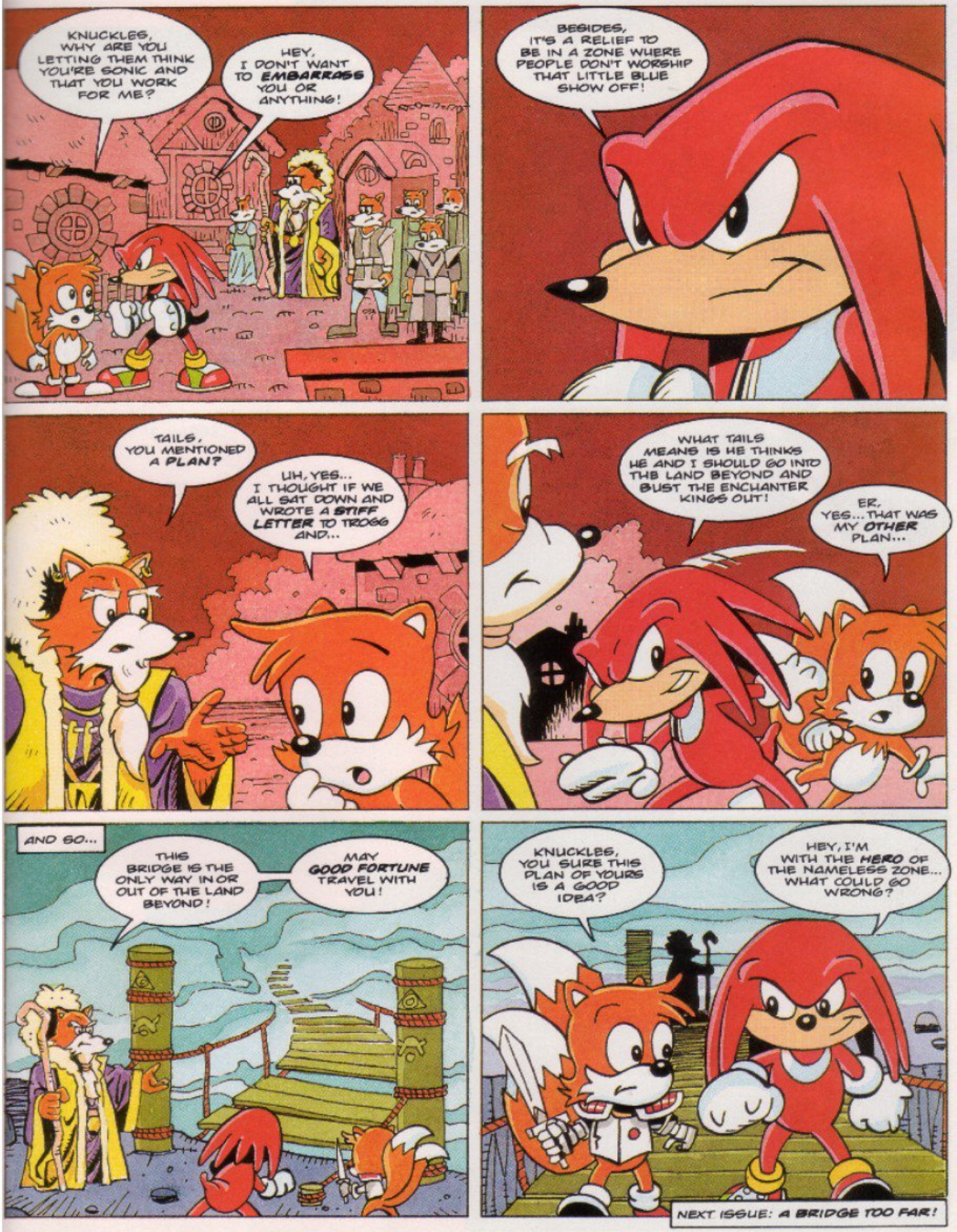
Script and art: NIGEL KITCHING
Lettering: ELITTA FELL


TAILS HAS RETURNED TO THE NAMELESS ZONE WHERE HE IS THE PEOPLE'S CHAMPION.
HE (CLOSELY FOLLOWED BY KNUCKLES) HAS ARRIVED JUST IN TIME TO MEET UP WITH HIS OLD FRIEND ERROL BLACKTHORN.
ERROL! WHAT'S HAPPENED TO YOU?
I'VE... CHANGED.
I WAS A FOOL! I WENT INTO THE LAND BEYOND TO SAVE THE ENCHANTER KINGS!
BUT THE MIGHTY TROGG FOUND ME FIRST!
WHAT DID HE DO TO YOU?
WHAT DID HE DO?
HE MADE ME STRONG!
TAILS, LOOK OUT!


ERROL IS POSSESSED BY EVIL FORCES, SONIC!* YOU'D BETTER LEAVE HIM TO OUR GREAT HERO AND CHAMPION, TAILS!
*THE NAMELESS ZONE FOLK HAVE MISTAKEN KNUCKLES FOR SONIC! —MEGADROID.
THESE PEOPLE ARE CRAZY! TAILS IS BRAVE BUT NOT A FIGHTER!
I REALLY THINK I'D BETTER HELP HIM!
BKKOW
YAGGGH!
WHEW! THANKS, KNU...ER, SONIC!
SO YOU'RE SONIC, TAILS' SIDEKICK, EH?
EVERYONE KEEPS SAYING SO, SO I SUPPOSE IT MUST BE TRUE!
WAKK!
WELL, GET READY FOR AN EARLY RETIREMENT, WEAKLING!

AAGGH!
FOOL! I HAVE THE POWER OF THE DARK ONE HIMSELF!
KNUCKLES, HE'S TOO STRONG! I DON'T THINK EVEN YOU CAN BEAT HIM!
THANKS FOR THE VOTE OF CONFIDENCE! NOW STAND BACK AND LET ME SHOW YOU SOMETHING!
WHAAKAM!

LAUGH THIS OFF, YOU OVERSTUFFED HAMSTER!
WHAKK!
HE'S OUT! BUT HE WON'T BE FOR LONG!
WHAT DO WE DO WITH HIM NOW?
I KNOW JUST THE THING!
MINUTES LATER.
THESE STOCKS HAVEN'T BEEN USED FOR YEARS, BUT THEY OUGHT TO BE STRONG ENOUGH!
STILL, YOU'D BETTER SEE HE'S GUARDED NIGHT AND DAY!
WHAT DO WE DO NOW?... THE ENCHANTER KINGS ARE STILL PRISONERS OF THE EVIL TROGG!
DON'T WORRY ABOUT THAT, TAILS HAS A PLAN!
I DO? I MEAN...OF COURSE I DO!


KNUCKLES, WHY ARE YOU LETTING THEM THINK YOU'RE SONIC AND THAT YOU WORK FOR ME?
HEY, I DON'T WANT TO EMBARRASS YOU OR ANYTHING!
BESIDES, IT'S A RELIEF TO BE IN A ZONE WHERE PEOPLE DON'T WORSHIP THAT LITTLE BLUE SHOW OFF!
TAILS, YOU MENTIONED A PLAN?
UH, YES... I THOUGHT IF WE ALL SAT DOWN AND WROTE A STIFF LETTER TO TROGG AND...
WHAT TAILS MEANS IS HE THINKS HE AND I SHOULD GO INTO THE LAND BEYOND AND BUST THE ENCHANTER KINGS OUT!
ER, YES... THAT WAS MY OTHER PLAN...
AND SO...
THIS BRIDGE IS THE ONLY WAY IN OR OUT OF THE LAND BEYOND!
MAY GOOD FORTUNE TRAVEL WITH YOU!
KNUCKLES, YOU SURE THIS PLAN OF YOURS IS A GOOD IDEA?
HEY, I'M WITH THE HERO OF THE NAMELESS ZONE... WHAT COULD GO WRONG?
NEXT ISSUE: A BRIDGE TOO FAR!

Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

FIFA '95

MD MEGA DRIVE

SPECIAL Part 3

In this concluding part of the **FIFA '95 Special**, game guru, David Gibbon offers a complete run-down of the best scoring options.

SELECTING YOUR GOAL-SCORING METHOD

THE RYAN GIGGS

Dribble the ball up the pitch by repeatedly tapping B (see *STC* 59's 'Get More Ball Possession'). Cut diagonally towards the goal and continue pressing B to break through the opposing defence before taking your shot.

OOH-AAH-CANTONA

This is an attempt to impersonate the true genius of Monsieur Cantona. Run down the wing until you get to the corner of the 18 yard box. Just outside is a dark square slice of turf - run into this and tap the A button whilst holding down the D-pad diagonally and you should now be able to chip the goalie.

MR SCHMEICHEL (TOP GOALIE?)

You may have noticed that many goalies seem to lose their grip when the ball is shot at them from 20 yards. This sometimes results in the ball bouncing back into play from a forced save, and if this happens, make sure you're alert enough to run in and fire a power shot into the back of the net!

SUPER FAST KANCHELSKIS

A man that runs the length of a football pitch almost as fast as Sonic the Hedgehog! If you have a winger of this calibre in your side, make sure you make use of his talents. Run down the field with the ball, dribble past the opposing

PLAYER SUBS
Manchester U
No. Pos. Name Skill
1. G A. Finster 99
4. D P. Fenton 99
5. D J. Flemming 96
6. D H. Parton 01
3. D C. Barstow 86
11. M V. Strenko 99
10. M E. Pierce 99
7. M D. Francis 99
8. M L. Alton 96
13. F D. Roper 99
B-Coverage A-Swap C-Cancel

defenders and when a striker arrives in the six yard box lob the ball to him by pressing A. Hopefully, this will result in a nicely set up goal!

LIVERPOOL'S JOHN BARNES

Having some decent midfielders in your side can get you a few goals on the scoreboard. Once one of your midfielders has the ball, run up the pitch by repeatedly pressing B. Run at the defence and just as the opposition are about to tackle, press the C button for a 20-25 yard shot. Apply some swerve and a goal should be yours.

KOEMANEY

Using a good central defender, fire the ball up the field via the C button, or go for a long lob by holding down the A button. With a little practice and luck, you can land the ball on your striker's head for him to head it into the back of the net. Everyone should be able to appreciate a spectacular-looking goal.

IAN 'SURE-SHOT' WRIGHT

An effective tactic when playing a penalty/six yard box shot, is to play the ball across the floor with a short pass to feet. This can really put the goalie off, allowing your other striker to slide in and tap the ball home.

MAN UTD'S MARK HUGHES

With a top striker like this in your team, the end result is always going to be something special. Even the most hopeful ball can be headed, volleyed or even

bicycle-kicked into the net, so be patient and you will perfect the ariel shot.

TOP CHEATS

1. TAKING PENALTIES

When in a penalty shoot-out with your pals, make it obvious which way you're going to shoot by holding the D-Pad in front of them and holding left. After they've noticed you, switch right at the last second before shooting to score an easy goal. Once your friends know what you're doing, don't switch sides because they'll be expecting you to. Cruel, but it works very well!

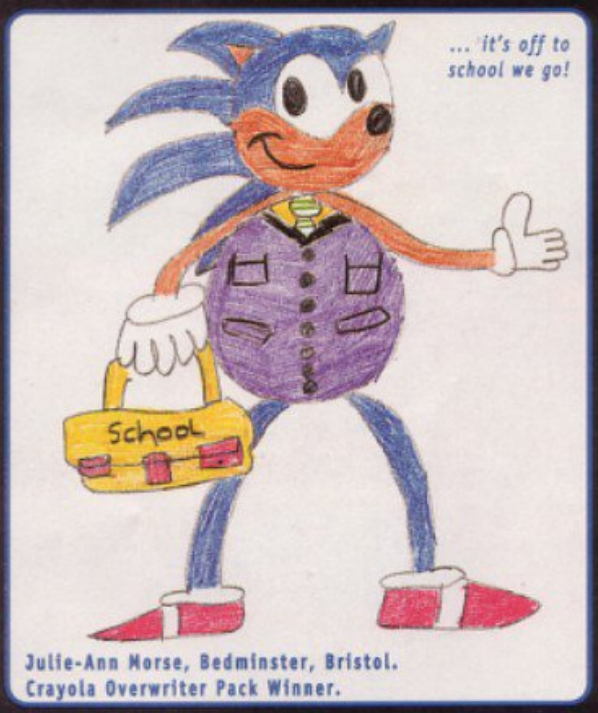
2. WINNING A FREE KICK

When in possession of the ball, keep your back to your opponents. It's illegal for them to tackle you from behind, so once they do it - voila! A free kick is yours for the taking!

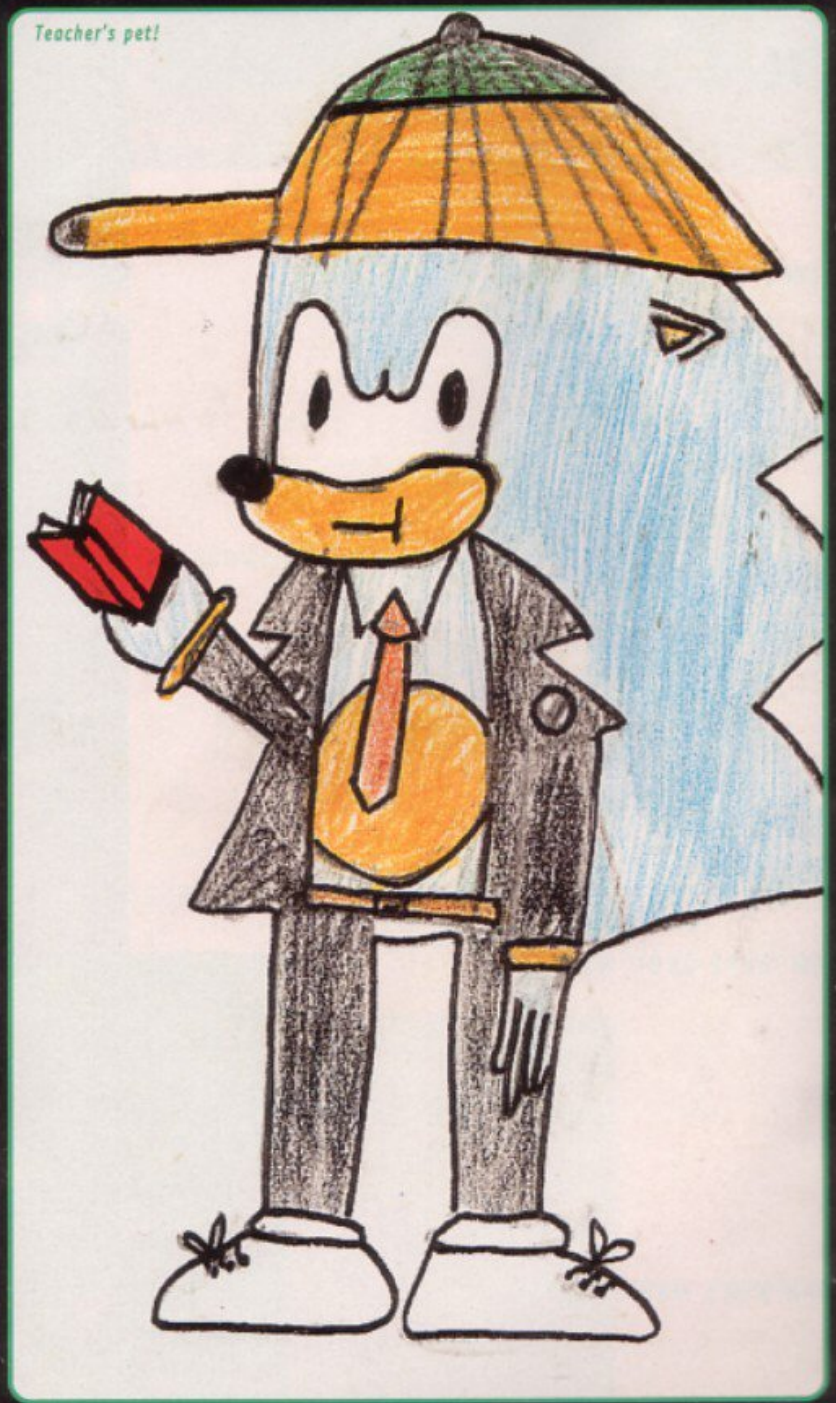
GRAPHIC ZONE

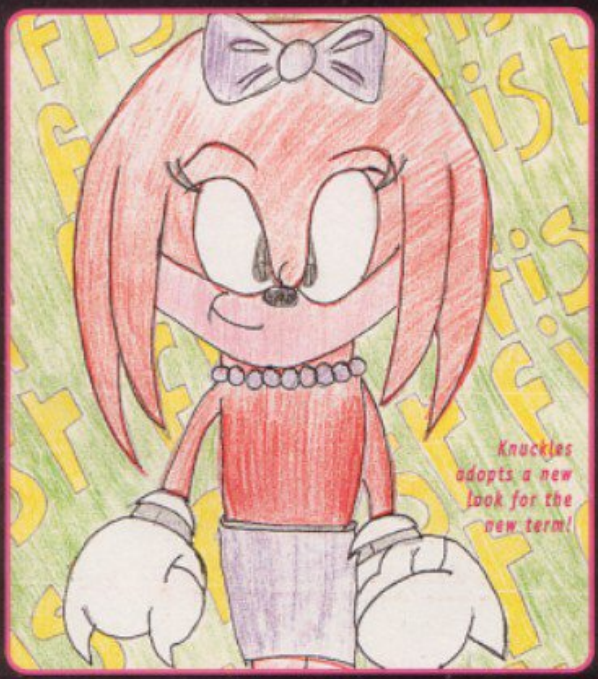
SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER.
BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

SEE THE END OF THE GRAPHIC ZONE FOR MORE DETAILS.



Julie-Ann Morse, Bedminster, Bristol.
Crayola Overwriter Pack Winner.

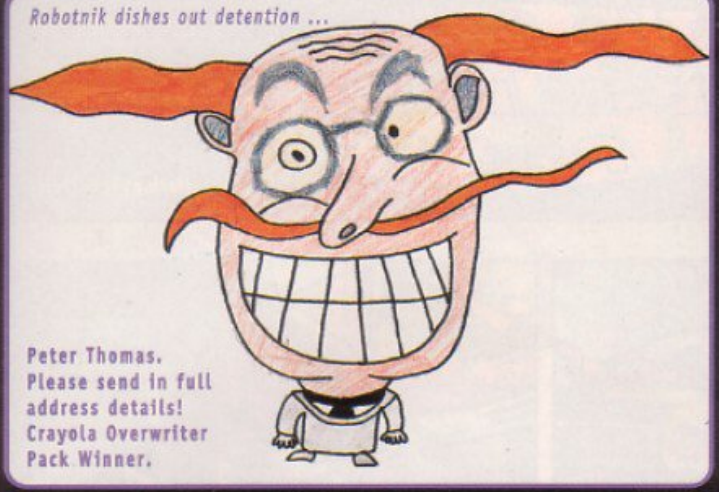




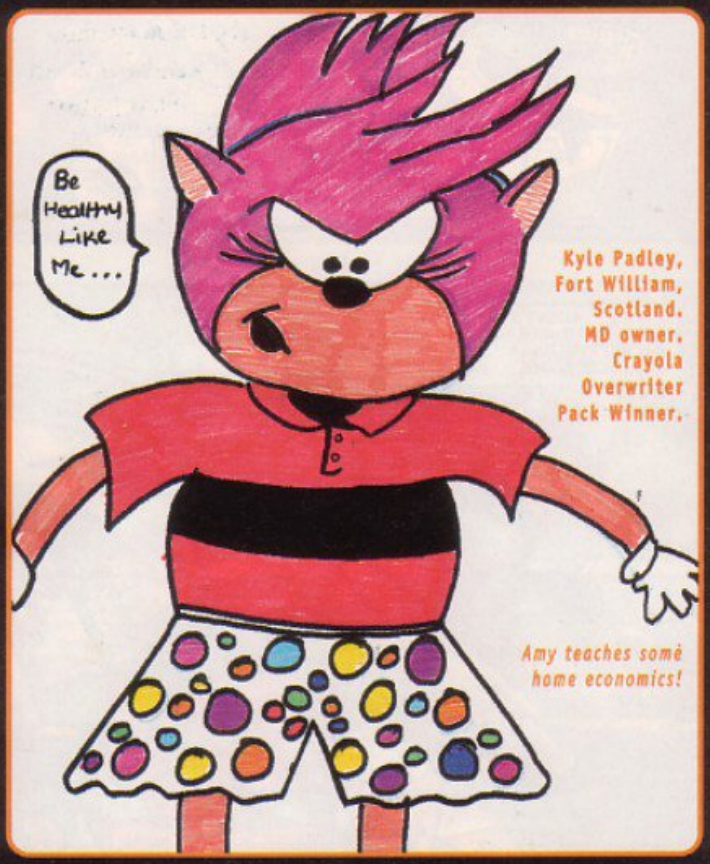
Allison Hedley, Rowlands Gill, Tyne & Wear.
Crayola Overwriter Pack Winner.

Lewis Woodstock, Taunton, Somerset.
Crayola Overwriter Pack Winner.

Robotnik dishes out detention ...



Peter Thomas.
Please send in full address details!
Crayola Overwriter Pack Winner.



Kyle Padley,
Fort William,
Scotland.
MD owner.
Crayola Overwriter Pack Winner.

Amy teaches some home economics!

Peter Vaughan,
Brighton,
E Sussex.
Crayola Overwriter Pack Winner.

Professor Sonic!

John Habashi,
Irvine, Scotland.
Crayola Overwriter Pack Winner.

John H
13 Fast Ro
Irvine, Sco
Ka12 0bg.

* Preferably paint on a plain white background, or use felt tip pens; avoid lined paper, pencils and crayons as they don't print as well.
* Be original and come up with your own ideas.
* Write name and address (in capital letters, please) on the back so that your prize goes to the right address.
* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA OVERWRITER COLOUR FIBRE-TIPPED PENS.

SONIC'S WORLD

The Seven Badniks Part 2

Script: Mark Eyles

Art: Mike Hadley & John Burns

Lettering: Tom Frame

B.A.R.F.* AGENTS CAM 'N BERT HAVE ARRIVED AT THE PALMTREE PANIC ZONE TO COLLECT SOME BADNIKS.
HEADS UP BADNIKS!
* THAT'S BADNIK ARMY REPAIR FUNCTIONARIES. REMEMBER? – MEGADROID.

THAT'S ALL OF THEM, THERE AREN'T ANY BADNIKS LEFT IN THE ZONE.
NONE? THAT MAKES ME FEEL ALL SPOOKY, CAM.
I'M GOING TO THINK ABOUT HAMMERING 'TIL I FEEL BETTER.
WAIT UNTIL SONIC HEARS ABOUT THIS...
GREEN HILL ZONE, A SHORT TIME LATER.
OH, GOOD – VISITORS!
WHAT A CRUDDY ZONE. WILL YA LOOK AT THOSE FEEBLE BADNIKS.
THIS IS OUR ZONE NOW.
LET'S SCRAG 'EM! WE'RE NOT GONNA SHARE THE ZONE WITH OLD-STYLE BADNIKS.
BWAMM
BIG BULLIES, PICK ON SOMEONE...

CRUNCH
CAN IT, SMALL FRY. MIGHT IS RIGHT.
THINGS ARE NOT LOOKING GOOD, BERT.
DO YOU THINK I SHOULD USE MY NUMBER ONE HAMMER?
ABSOLUTELY, BERT. MEANWHILE I'LL DO SOME REPROGRAMMING OF MY OWN.
BANZAI!
EZZZZT
KRABANG
THE GREEN HILL ZONE BADNIKS ARE GETTIN' CREAMED.
THEY WERE DESIGNED YEARS AGO. THEY'RE COMPLETELY OUTCLASSED.
WE WON'T BE ABLE TO GET THE PALMTREE PANIC BADNIKS BACK UNDER CONTROL NOW THEY'VE TASTED OIL.
HOLD STILL, BERT. COMIN' ABOARD!

EZZZAT
GREEN HILL BADNIKS, TO ME!
KRRABONG!
ARE YOU ALL THAT'S LEFT?
KERLICK
OKAY, BERT, WE'VE GOT THEM – LET'S GO!
COWARDS! PICK ON SOMEONE YOUR OWN SIZE!
FLOOR IT, BERT!
WE WON! WE WON! WE WON!
NEXT ISSUE: ENTER THE SEVEN BADNIKS!

SPEED LINES

EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Prehistoric Sonic!

Wayne Bradford, MD2 owner.
Sonic Stationery Winner.

SUMMERTIME BLUES!

Dear Megadroid,

I was very disappointed with the 1995 Sonic Summer Special because nearly all the stories were printed before in Sonic Poster Mags!

Paul Spencer, Aylesbury, Bucks.
MD owner.
Sonic Stationery Winner.

The Summer Special was marked up as a Classic collection, Paul, - i.e. it was made up of popular strips, taken from the regular comic. These are mainly put together for comic fans who do not normally buy regular copies of STC.

WIDE BOY-O!

Dear *STC*,

Since Sega games are so expensive, it's about time blank game cartridges were produced, together with a recording adaptor. This would enable me to makes copies from an original.

Richard Hodgson, Gwent, S Wales.
MD owner.
Sonic Stationery Winner.

Interesting idea, but how will you be able to operate from jail?

DO IT YOURSELF!

Dear Megadroid,

Unfortunately, I forgot to enter the compo to win a **Sonic & Knuckles Jacket** back in *STC* 53, so please tell me where I can buy one from?

Michael Edwards, Harlow, Essex.
MD/MS owner.
Sonic Stationery Winner.

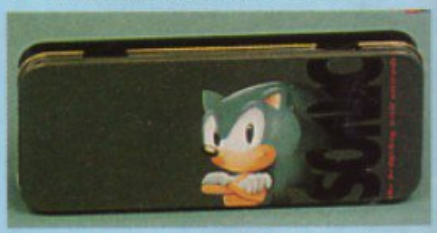
You're out of luck this time Michael, as the jacket was a one-off exclusive (results of the competition will be announced next issue). However, you could always get an artistic-hume to paint one on the back of a denim jacket, using fabric paint (available from haberdashery shops and department stores).

Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

Amy wears the trousers!

Mariel Runacre-Temple.
Sonic Stationery Winner.

Everything printed in *Speedlines* wins a **Highgrove Sonic Stationery** set. Boomers will find the equipment extremely useful in helping to organise those important events in life.

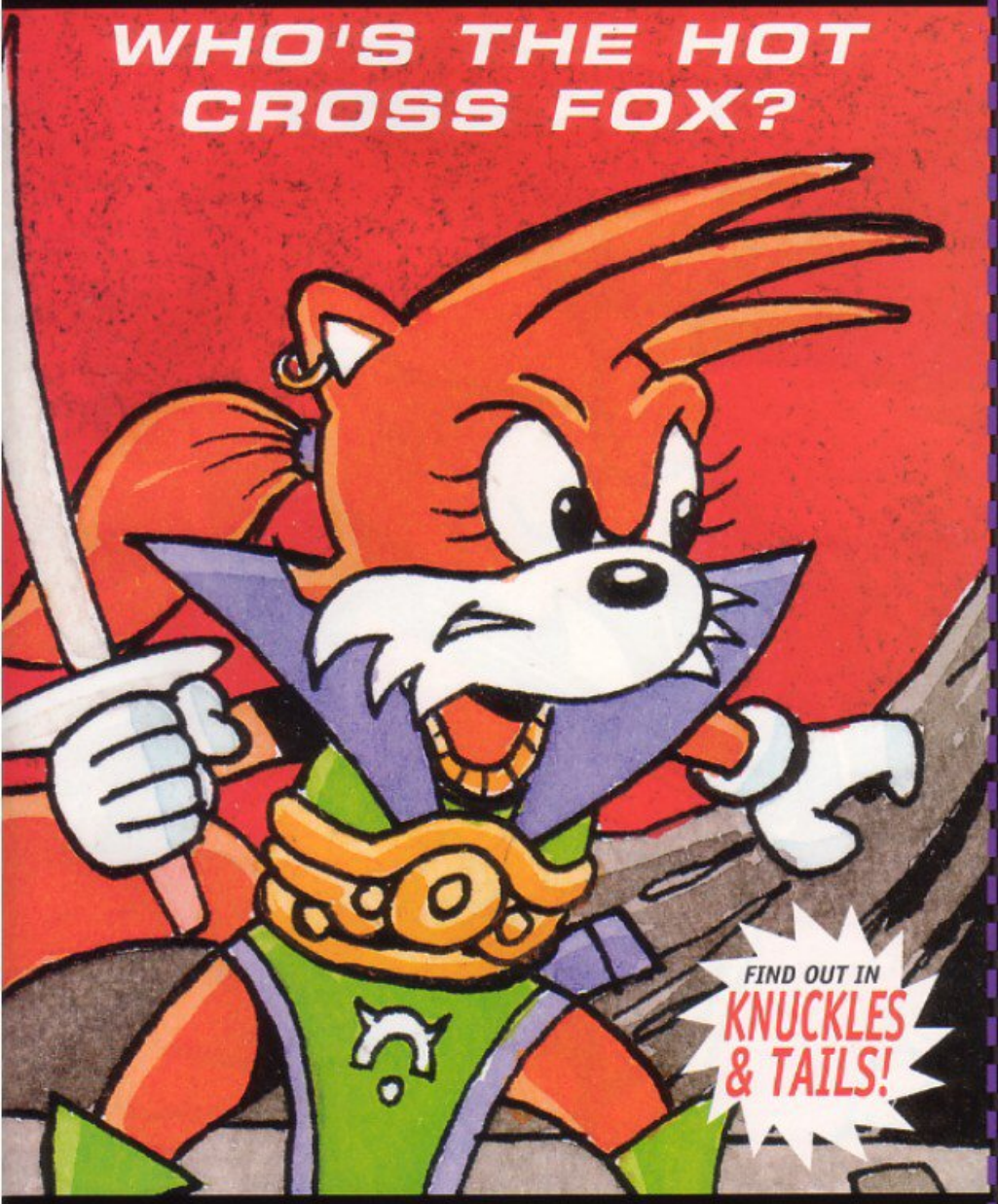


Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on **0171 344 6400.**

The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.

NEXT ISSUE...

WHO'S THE HOT CROSS FOX?



Plus

SONIC!
METALLIX ARE GO!

ECCO!
SPLASHES OUT!

SONIC'S WORLD!
TROUBLE'S BREWING!

STC ARTISTS!
MEET THEM BEFORE THEY MEET YOU!

STC 61
ON SALE SAT, 16TH SEPTEMBER '95 £1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐

MY FAVOURITE ...

FILM/VIDEO IS .....
.....

BAND/SINGER IS .....
.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐
MM ☐ MS ☐ 32X ☐
SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....
.....
.....
..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....
2ND CHOICE .....
3RD CHOICE .....

YOUR RATING FOR ISSUE 60

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.